Bugeye 3 Window Desktop Display Specifications Mar '04

The Bugeye 3W unit is configured as a three-window display that provides a continuous virtual image to the viewer while also providing depth.

Image Features

- Magnified Image
- Appearance like looking out of a window
- Privacy for single user
- Display information focused on intended viewer
- Horizontal field of view at 26 inches from screen: 88 degrees
- Vertical field of view at 26 inches from screen: 22 degrees
- High brightness: 37 foot-lamberts
- Display Resolution pixels lines / Spatial Resolution (arc min./pixel)

2096	600	2.52
2684	768	1.97

Mechanical Characteristics

- Dimensions: 55 inch length, 24 inch width, 24 inch height
- Shipping Weight: 75 lbs.
- Display base: Adjustable with pitch rotation

Additional

- Matrox Parhelia 128 MB video card with dual DVI outputs
- DVI to VGA converters & cables provided for all displays
- Designed with adjustable overlap for expandable head movement
- Supported by Windows 2000 & Windows XP
- See the Bugeye Technologies 3W Display Scenarios:

  www.bugeyetech.com/avsim_files/fse.html

- Visit the Matrox Surround Gaming website - 60 titles supported:

  www.matrox.com/mga/3d_gaming/surrgame.cfm

- Contact Bugeye Technologies: (636) 257-3530
- Visit the Bugeye website at www.bugeyetech.com

Bugeye products utilize Boeing patented technology.

[redacted]

From: "Ed Elking" <ed.elking@bugeyetech.com>
To: [redacted]
Cc: "Doug Swain" <doug.swain@bugeyetech.com>
Sent: Friday, April 30, 2004 3:05 PM
Attach: specs_3W.pdf
Subject: RE: 3-window display tech and sales questions

Hi [redacted],

We are glad that you have enjoyed the AVSIM review.
Doug has asked me to respond to some of your questions.
1) The Matrox Parhelia 128MB sells for ~$350USD, and the 256MB approximately ~$550USD.
2) Typical video resolutions that we use are 800 x 600 per window, but with the video overlap total resolution is ~2100 x 600. It can increase to 1024 x 768 per window, but the 4 by 4 HW anti-aliasing provided by Matrox performs quite well for the lower resolution visual imagery. Video anomalies that often are problems on LCD displays place at arm's length from the viewer are insignificant on the Bugeye 3W display. That is due to the fact that the virtual image is formed at a significant distance in front of the viewer. A specification sheet is provided with additional information.
3) The Matrox video card comes with dual DVI outputs, a DVI to VGA connector for the center channel, and a splitter cable from the second DVI output to both the left and right VGA connectors. Since the displays are overlapped, Bugeye drivers overlap the pixels across the center to left and center to right displays.
If the display is purchased without the video card, it would be necessary to individually provide viewport control within the application either with single or multiple CPU's as defined by the application.
4) We have discussed expanding the display capability, but have successfully tested a 4th display (for instruments) with success using FS2004.
5) Horizontal FOV = 88 deg, vertical = 22 deg.
See attached for more information.
6) Our last order shipped within one day.
7) The eye to lens distance is ~26 inches.

Hope this helps!

Best regards,

Ed Elking
VP - Software & Video Engineering

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